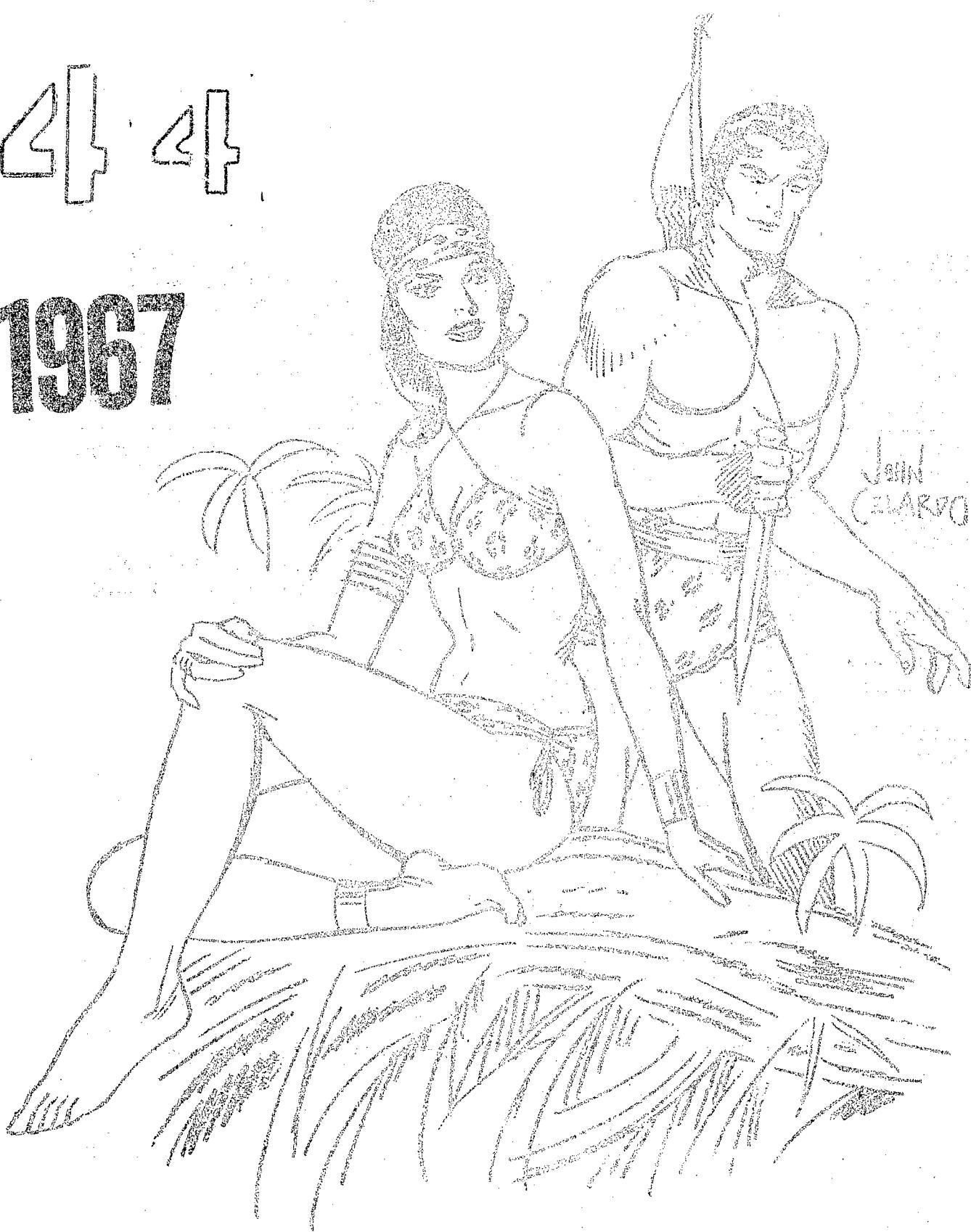


4 4

1967



Bio Brigitte? ?

BIG BROTHER #44: WINNER'S GAME #4: 5 OCTOBER 1967:

WINTER 1904: ITALY(Nelson)-Build Army at Venice.

SPRING 1905 Moves due here 6PM, FRIDAY, the 20th. of October '67.

SPRING 1901: LIONS GAME #6: 5 OCTOBER 1967:

NAVAL BATTLE IN BLACK SEA! RUSSIA INVADES GERMANY! ITALY IN ALPS!

FALL 1901 Moves due here by 6PM, FRIDAY, the 20th. of October '67.

ENGLAND--Fleet-London to English Channel Underlined moves

Hearnden Fleet-Edinburgh to North Sea do not work!

Army-Wales to Yorkshire (Army is in Liverpool)

FRANCE---Fleet-Brest to Mid-Atlantic Ocean

Roland Army-Paris to Picardy

Army-Marseilles to Spain

Stands and Hold

GERMANY---Fleet-Kiel to Denmark

mean same thing.

Johnston Army-Munich to Ruhr

Army-Berlin stands.

ITALY----Army-Venice to Tyrolia

von Metzko Army-Rome to Venice

Fleet-Naples to Ionian Sea

AUSTRIA---Fleet-Triest to Albania

Lake Army-Vienne to Triest

Army-Budapest to Galicia

RUSSIA----Fleet-St.Petersburg to Gulf of Bothnia

Warden Army-Moscow to Ukraine

Army-Warsaw to Silesia

Fleet-Sevastopol to Black Sea

TURKEY----Fleet-Ankara to Black Sea

Naus Army-Constantinople to Bulgaria

Army-Smyrna to Constantinople

Propaganda: All Royal Navy ships not in European waters are ordered to proceed to Europe at once and the American Colonies are ordered to raise "volunteer" forces to serve in Europe, in defense of the Empire. The Empire also reserves the right to liberate Norway in order to prove to the Turks that aggression does not pay. For his majesty the King. Sir Cecil Boggswede-Right, Esq.

EDITORIAL: Conrad von Metzko and this editor have discussed in person and by mail the idea of having a Diplomacy Convention in the Mid-West next Summer. We have also mentioned this to John Koning. Conrad suggests that we hold it next July (or thereabouts) and see what the response is. "I think we ought to hold it in or around Youngstown," says he! So we hereby ask John Koning, whose home is Youngstown, Ohio, to serve on our committee as chairman (with Conrad & I and others he needs) to work out the details of the first National Diplomacy Convention to be held in Youngstown next summer. OK, John? Conrad will be visiting my home at the above time & we will help out wherever possible. Get busy John!

BIG BROTHER #44: WARMOGER'S GAME #2: 6 OCTOBER 1967:
FALL 1912: TURKS WIN NAVAL VICTORY IN ENGLISH CHANNEL!
Winter Build & SPRING 1913 Moves due, 6PM, FRIDAY, 20th.OCT. 1967.

AUSTRIA---Army-Finland to Sweden

Zelazny Army-Moscow to St. Petersburg

Army-Ukraina to Moscow

Army-Galicia to Warsaw

Army-Rumania hold

Army-Serbia S A Rumania

Army-Kiel to Berlin

Army-Holland to Kiel

Army-Ruhr S F Picardy to Belgium

Army-Munich to Burgundy

Army-Burgundy to Picardy

Army-Marseilles S A Munich to Burgundy

Army-Piddmont S A Marseilles

Army-Venice to Apulia

Fleet-Picardy to Belgium

ENGLAND---Fleet-English Channel Sunk!

Fleets-North Sea & Denmark stand.

Fleets-North Atlantic, Norway, & Irish Sea stand.

FRANCE---Army-Paris holds

Birson (News Item-And prays for Peace!)

TURKEY---Army-Livonia to Vionnal

Dygert Fleet-Belgium to Holland

Fleet-Brest S F Mid-Atlantic to English Channel

Fleet-Mid-Atlantic Ocean to English Channel

Fleet-Western Med. to Mid-Atlantic Ocean

Fleet-Tyrrhenian Sea to Western Med.

Armies-Gascogne & Bulgaria stand.

Fleets-Black Sea & Aegean Sea stand.

Fleets-Ionian Sea & Spain (South Coast) stand.

Supply Centers Controled By:

Austria-3 home, 3 Gorm, Serb, Rum, Mos, War, St. Pete, Mar, Ven, Bel, Swed
(15) No change.

England-3 home, Nor, Den (5) No change

France-Paris (1) No change

Turkey-3 home, 2 Iberia, Bul, Gre, Tun, Nap, Rome, Sevast, Bro, Hol

(13) Build One. (Because this long build is in the
remote corner of the board the Spring moves are due. These moves
may, of course, be conditional upon the type or place of build!)

Address Changes: Trevor A. Hernden, 245 Couture St., Arvida, Quebec,
Canada.-----Charles Brannan, 411 Fairmount, Oakland, Calif.-94611.*

*(This last change RE: "ARMA" #23 since I have not heard from him
since 12 Sept. '67. Also he sent no "W'nW"s since #100 nor Kalmarst.)

BIG BROTHER #44: 3 OCTOBER 1967: (19 GAMES)
 THE ORIGINAL BIG BROTHER'S OFFICIAL POSTAL DIPLOMACY RATINGS:
 Games Finished; 1963A, B, 64A, B, C, D, 65A, B, D, E, F, G, H, I, L, S, T, 66D, E.

| | |
|---------------------|-----------------------|
| 27 John Synthe | -1 Margaret Gemignani |
| 16 Derek Nelson | -1 Sidney Get |
| 14 Charles Wallis | -1 Alex Gilliland |
| 11 John McCallum | -1 Jim Goldman |
| 9 James MacKenzie | -1 Ben Hendin |
| 8 Conrad von Metzke | -1 Wayne Hoeiscl |
| 8 Don Miller | -1 Jerald Jacks |
| 7 Jim Letimer | -1 Monroe Jeffrey |
| 7 Bruce Palz | -1 Bernie Kling |
| 7 Jerry Pournelle | -1 Fred Lerner |
| 5 Alan Huff | -1 Fred McDaniel |
| 4 John Koning | -1 Greg Molonear |
| 4 Banks Mcbane | -1 John Maser |
| 2 Rick Brooks | -1 Pat McDonald |
| 2 Dian Palz | -1 Mark Owings |
| 2 Jock Root | -1 George Parks |
| 1 Richard Bryant | -1 Ron Parks |
| 1 Frank Clark | -1 Steve Patt |
| 1 John Davy | -1 Harold Peck |
| 1 Terry Krich | -1 Paul Puckett |
| 1 Robert Lake | -1 Don Pecklies |
| 1 Dove Lebling | -1 John Sanderval |
| 1 Hal Naus | -1 Dennis Smith |
| 1 Earl Thompson | -1 Henry Stine |
| 1 Bob Ward | -1 Jerry Tenney |
| 0 Jack Harness | -1 Ronald Wilson |
| 0 Stuart Koskner | -2 John Boardman |
| 0 James Thomas | -2 Ron Bounds |
| -1 Dan Alderson | -2 Bill Christian |
| -1 Len Bailes | -2 Barry Gold |
| -1 Bill Baker | -2 Charles Reinsel |
| -1 Brenda Banks | -2 Jim Sanders |
| -1 Steve Barr | -2 Joel Sattel |
| -1 Dan Branman | -2 Bill Schreffler |
| -1 Tom Bulmer | -2 Andy Swenson |
| -1 Allan Calhoun | -3 Paul Harley |
| -1 Ron Daniels | -3 Roland Taudiker |
| -1 Ken Davidson | -4 Phil Castro |
| -1 James Dugert | -4 Dick Schultz |

Finished Postal Games Only. No Team or Variant Games. Seven players for each game. No aborted games. Each Winner receives seven points. Runner-up with ten units or more receives two points. Any other alive gets one pt. Loss of a point to all others. See BB#27. (to resign, quit, or be forced out of game by tactics is -1)*

RULES TO BE FOLLOWED BY THE GAMESMASTER IN BIG BROTHER:

1. Except as listed below all of the original rules as published by Games Research Inc. will be followed.
2. A precedent set in a game will be followed throughout said game.
3. No conditional moves to be accepted except where asked by the gamesmaster, in a specific situation, to speed up the game.
- 4A. The rule that "A unit ordered to move, even if unsuccessful, still may cut a support" is hereby set aside if that attack is ordered to be given by a convoyed army and that convoy is actually disrupted.
- 4B. Moreover if the convoy is not disrupted, the direction of attack of the convoyed army is regarded as coming from the position of the last convoying fleet, and not from the point of origin of the army.
- 4C. The rule that "A unit ordered to move, even if unsuccessful, may stand off a single unit" is hereby set aside in the one case where an unsuccessful move to a province by a unit that is dislodged by an attack from said province will not stop another unit from following into the province.
5. Any unit attempting to move may be supported only to where it is going. If stood off it no longer has any support.
6. No gamesmaster is expected to resign. If he can publish a game then he can send in moves for this important game.
7. The decisions of this gamesmaster are considered final after two weeks or the next move has been published. However I will try to correct errors of my own making!
8. Mechanics of waiting orders same as Games Research rulebook except that the following are not valid in this game:
 - A. Confusing a Fleet for an Army or vice-versa.
 - B. Naming the wrong Province or Body of Water.
 - C. Not naming or giving improper coast if a Fleet is moving From or To Spain, St. Petersburg, or Bulgaria.
9. When two or more units are dislodged and ordered to retreat to the same place they are removed from the board.
10. Each player must send in his own moves.
11. A player must tell me the truth. He is expected not to tell the other players the truth. (Well hardly ever!)

Rules continued on next page:

Rules to be followed by the GameMaster in Big Brother: (Cont.)

12. A. Moves will be accepted by mail, telephone, pony express, telegram, & etc. but any errors in communication will have to stand.
B. All players are expected to furnish the GameMaster with his or her correct telephone number.
C. You may change your move, if you desire, by any method in 12-A above - Limited only by deadline date time of 3:00 PM E.S.T. and the case of 12-D below.
D. Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game. Once these moves are typed on masters, ready, to run off for Big Brother then any other changes in moves are too late.
13. First player to get control of 18 supply centers OR a majority of the pieces on the board, at any time, wins game.
14. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unordered force which is dislodged, will be annihilated. An unordered retreating force will be removed.
15. If any player misses a total of say three moves the civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other.
16. Any player may, if he wishes, support standing units in the cases of 14. or 15. above.
17. Gehaner's "Coastal Crawl" is legal in Big Brother. Example: P-Portugal to Spain (S0) & to Spain (S0), to Portugal.
18. In Big Brother we agree that: A means Army, F means Fleet, S means supports, & G means governors as in rule book.
19. A country may NOT support another country's attack on its own units. (This is meant to read two different ways)
20. A fleet in a split province may support only the spaces to which it can legally move.
21. When a doubly attacked force is the cause of a conflict which results in a stand-off like situation force fires and controls the remains of the west Corn provinces or body of water mixed with the blood of those who did not survive the holocaust.
22. Please do NOT call the gameMaster collector and from now on this gameMaster or map referee knows what some "package deal"
23. This gameMaster believes in "Fair Play" and nothing.
 - We will NOT: Accept moves after deadlines.
 - We will NOT: Take moves for players who forget.
 - We will NOT: Ask others to move for those lazy players.
 - We will NOT: Help one player with information about another.

BIG BROTHER #44: GAMEMASTER'S GAME #1: 6 OCTOBER 1967:
SPRING 1916: GERMANY CAPTURES VENICE FROM FRANCE!
FALL 1916 Moves due home 6PM, FRIDAY, the 20th. of October '67.

ENGLAND---Fleet-Edinburgh stands.

FRANCE----(Sorry, No moves received. If you miss again your
Brannan country will be in Civil Disorder. See "Brob" #68.)

Armies-Paris, Holland, Kiel, Prussia, & Warsaw stand,
Armies-Moscow, Piedmont, & Sevastopol stand.

Army-Venice dies!

Fleets-Brest, Baltic Sea, & London stand.

Fleets-Mid-Atlantic, Barents Sea, & Norwegian Sea hold.

GERMANY---Army-Marsailles to Piedmont

Koning Army-Trieste to Venice

Army-Tyrolia S A Trieste to Venice.

Army-Livonia hold

Fleet-St.Petersburg (SC) to Gulf of Bothnia

Army-Sweden to Finland

Fleet-Norway to Sweden

Fleet-Denmark to Sweden

ITALY----Fleet-Tyrrhenian Sea to Gulf of Lyon

McCallum Fleet-Rome to Tyrrhenian Sea

Army-Naples to Rome

Fleet-Greece to Ionian Sea

Army-Albania stands

*****Ops:
TURKEY---Army-Serbia stands.

Fleets-Syria & Smyrna stand

Fleets-Aegean Sea & Constantinople stand

WINTER 1907: PEACECORPS GAME #3: 6 OCTOBER 1967:
SPRING 1908 Moves due at 6PM, FRIDAY, the 20th. of October '67.
FRANCE(Dygort)-Builds: Armies-Paris & Marsailles

GERMANY(Turner)-Build Army-Munich Also build Fleet-Brest TURKEY-Army-Trieste
retreats to Albania.

TURKEY(Taudiker)-Construct Army-Constantinople

WINTER 1902: TIGERS GAME #5: 6 OCTOBER 1967:

SPRING 1903 Moves due by 6PM, FRIDAY, the 20th. of October '67.

FRANCE(Gemignani)-(Sorry, no moves received! Since this is the
third miss France is now in civil disorder rest of the game.)

Gamesmaster removes the fleet from Mid-Atlantic.

AUSTRIA(Wittmann)-No build received!

RUSSIA(Griffin)-Builds: Armies-Sevastopol & Moscow

TURKEY(Childers)-Build Fleet-Smyrna

BIG BROTHER (The OMBUDSMAN of POSTAL DIPLOMACY) is published by;
Charles N. Rainsel, 120 8th., Clarion, Pennsylvania - 16214.